
Subject: Re: Just one instance of application running (SingleApp)

Posted by [koldo](#) on Mon, 25 Jan 2010 15:11:36 GMT

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Sc0rch wrote on Mon, 25 January 2010 14:42Header:

```
#ifndef SINGLE_APP_H
#define SINGLE_APP_H

#include <CtrlLib/CtrlLib.h>
using namespace Upp;

class UniqueWindow : public TopWindow
{
public:
    typedef UniqueWindow CLASSNAME;
    UniqueWindow(){}
};

inline bool CreateSingleApp(String name, String unique, bool message = true)
{
#ifdef PLATFORM_WIN32
    name << unique;
    if(::FindWindow(NULL, name))
    {
        if (message)
            Exclamation("Another instance of application already exists!");
        return false;
    }
    Single<UniqueWindow>().SetRect(-1, -1, 1, 1);
    Single<UniqueWindow>().Hide();
    Single<UniqueWindow>().Title(name);
    Single<UniqueWindow>().Open();
#endif
    return true;
}

#endif // SINGLE_APP_H
```

Using:

```
GUI_APP_MAIN
{
    if (!CreateSingleApp("SingleApp Test", "##SingleApp##1.0"))
        return;

    MainWindow().Run();
}
```

```
}
```

Hello ScOrch

If you use `GetWindowIdFromCaption()` (SysInfo package) instead of `FindWindow`, this code will serve you for Linux too.

Sorry for the propaganda

Best regards
Koldo